



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Responses: Jump Raise = Preemptive		Lead	In Partner's Suit	
Jump Cuebid = Splinter	Suit	3rd/5th	3rd/5th	
Cuebid = LR or Better	NT	4th	4th	Category:
New Suit = Non-Forcing unless they open with preempt; JS=Forcing	Subseq	4th	4th	Country: North America
Jump Shift = Fit	Other: 2nd from four small; K=Count; A=Attitude			Event: Buffett Cup Challenge Match
(2x)2NT(p) = Transfers & transfers into their suit = minors				Players: Team USA
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd Position = 15-18	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Front of Card Even If They Interfere	Ace	AKx; Axx(x)	AKx (Asks Att.)	Natural, 5-Card Majors
4th Position = 10-14	King	AK; KQx; KQT9	AKJx(x); KQJx	Longer Minor, 1C if 3-3
Front of Card	Queen	QJ; QJx(x)	QJTx; AQJx; KQT9	Limit Jump Raises Over Majors
Sandwich Position = 15-18	Jack	JT; JT(x); KJT(x)	AJT9; J T9x	2/1 100% GF, 1NT Semi-Forcing
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9; 98x(x)	98x(x)	After 2/1, Default is 2-rebid (other actions meaningful)
1-Suit: Weak; Responses - New Suit = Forcing	9	9x; 98x(x)	98x(x)	JS to 2-Level from 1-Level = "Strong"
2-Suit:	Hi-x	Sx; xxS	Sx; Sxx; xSxx	1NT Openings: 15-17
	Lo-x	HxS; HxSx(S); xSxx(x)	HxS; HxxS(x); xxxS(x)	2 OVER 1 Response: 100% Game Forcing
Reopen: Cuebid = Michaels	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
Direct Cuebid = Michaels (Note 1)	Suit:1st	Hi/Lo = E	Same	Same
	2nd	Hi = Encouraging		
	3rd	S/P		
	NT: 1st	Hi/Lo = E	Same	Same
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi = Encouraging		
Landy (Note 3)	3rd	S/P		
	Signals (including Trumps): Echo in trump suit shows ability to trump; S/P			Lebensohl (Note 2)
	Smith Echo			Negative Doubles to 7H
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape			
Takeout Doubles Through 4H	Cue= F until a suit is bid twice; Support X's through 2M			
	New Suit = NF (unless responder jumped or cuebid or freebid			
	Reopen = Same as above			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	Responsive (card-showing) doubles in all suits through infinity			
	Bidding their responder's suit = NAT			
	All low-level doubles NOT penalty			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Over their known 2-suited Michaels: 1st Round Cuebid = GF in 4th Suit			Double Jump in New Suit = Splinter (Even to Major)
OVER OPPONENTS' TAKE OUT DOUBLE	2nd Round Cuebid = LR			
				Psychics:

